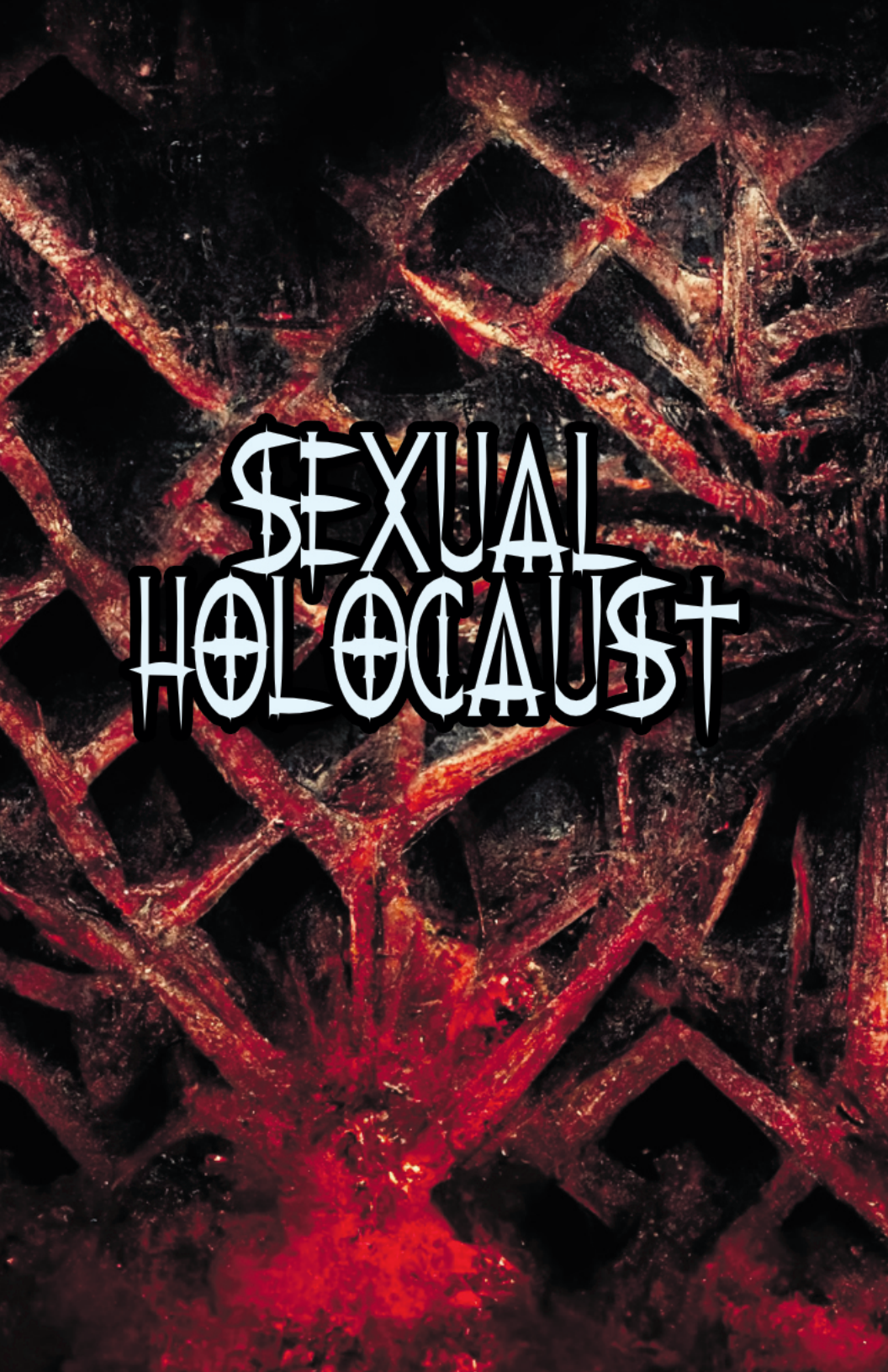


Crime City Blues Part I by Miguel Ribeiro & Silvia Clemente

# SEXUAL HOLOCAUST





**SEXUAL  
HOLOCAUST**



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**STABLE DIFFUSION**



the  
**red room**





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## INTRODUCTION

*Sexual Holocaust* is a scenario designed for *Wretchploitation*, which means it should be run like a low-budget horror movie with adult themes. There may be plot holes, gratuitous violence and, yes, exploitation does include sexploitation.

The current role-playing trend of using so-called "safety tools" is not advised for horror scenarios that fit in the psychological and gore subgenres (actually, they don't fit anywhere, but that's beside the point now).

If players feel they can't handle certain themes, such as detailed depictions of death, injury, torture or rape, the best way to circumvent is to play something else. This is role-playing, not therapy.

This scenario takes place in a fictional town, Hammettville, located in the surrounding area of a big metropolis - such as New York -, known among its inhabitants as Crime City, and it should be set from the early 1970s to mid-1980s, as those decades are more in line with the kind of horror movie being emulated. The characters should be police detectives or private investigators hired to investigate the violent murder of a film producer, Larry Adleman.

The motive behind his death is tightly connected to an artefact Adleman recently bought - the kind of dark antique that opens doors between dimensions calling forth demons - the characters may also be Art or Occult History connoisseurs. There are pre-generated characters to cover all those options at the end of the scenario. You don't have to use those, but if you're in a hurry, they might come in handy. The artefact acquired by Adleman, which he used in some of his sadomasochist club encounters, disguising it as a kinky idol from ancient times, is a pyramid with strange symbols inscribed on its surface. Whoever deciphers the text will be able to turn the three dials located near the vertex correctly and activate the device. At first, it seems all it does is play an eerie tune, like an old music box, but the artefact summons a group of six demons known as the Apostles of Pain. If you have played some of my previous scenarios, you are probably familiar with them by now, but they take centre stage this time.

The primary source of inspiration for the demons is, naturally, Clive Barker's novella *The Hellbound Heart*, his novel *The Scarlett Gospels*, the movie franchise *Hellraiser*, the comic book series and wherever else a Cenobite is featured.

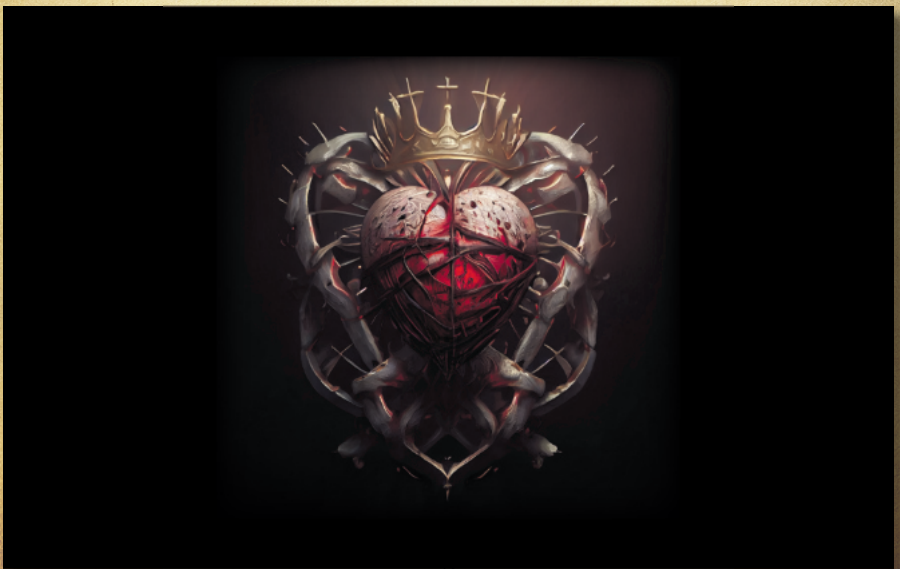
But the scenario itself is more than just Apostles of Pain. If you want to delve further into Hammettville's seedy atmosphere, there's a vast selection of exploitation movies you can steal ideas from. Some of those are mentioned below.

## **SEXUAL VIOLENCE**

The author does not condone harassment or any kind of sexual abuse or assault. In a role-playing scenario, though, physical conflict will happen regularly, and different kinds of violence can be dealt to a character. This might include several types of psychological and physical torture, sexual violence, and ultimately death. Themes like these should always be confined to a mature environment, where the players are informed they may show up.

This scenario is partly inspired by exploitation films, so players should know what to expect. Among other distasteful things, situations of sexual violence involving characters are possible in Sexual Holocaust. However, since the scenario has an unstructured plot, there are no predefined events, and several play styles are possible, it depends on the Game Masters' and players' choices and approaches.

If you feel everyone around the table can deal with it, let it happen: if you know that problems may arise, it is better to warn the players beforehand that certain courses of action carry the risk of characters being subjected to torture, including sexual abuse. If players still take the same route even after this warning, it's time to choose.





Possible ways to work around it include inflicting the worst kind of punishment to non-player characters only, or you may fade to black without going into details.

Whatever way you and your players address it, you can't steer clear of (at least) references to violence of this kind happening elsewhere, as they are part of the story, so all these caveats apply.

## SELECTED FILMOGRAPHY

*Succubus* (1968), *Rosemary's Baby* (1968), *Venus in Furs* (1969), *A Lizard in a Woman's Skin* (1971), *The Last House on the Left* (1972),

*The Exorcist* (1973), *Ilsa, She Wolf of the SS* (1975), *Salò, or the 120 Days of Sodom* (1975), *Blood Sucking Freaks* (1976), *Snuff* (1976), *Suspiria* (1977), *I Spit on Your Grave* (1978), *The Toolbox Murders* (1978), *The Driller Killer* (1979), *Inferno* (1980), *Cannibal Holocaust* (1980), *Ms 45* (1981), *Tenebrae* (1982), *Body Double* (1984), *Phenomena* (1985), *Demons* (1985), *Demons 2* (1986), *Hellraiser* (1987), *Prince of Darkness* (1987), *Hellbound: Hellraiser II* (1988), *The Exorcist III* (1990), *Nightbreed* (1990), *Bad Lieutenant* (1992), *Hellraiser III: Hell on Earth* (1992), *Candyman* (1992), *Lord of Illusions* (1995), *Hellraiser: Bloodline* (1996), *I Stand Alone* (1998), *Irréversible* (2002), *Hostel* (2005), *The Midnight Meat Train* (2008), *Antichrist* (2009), *A Serbian Film* (2010), *The House that Jack Built* (2018)



## HAMMETTVILLE BLUES

"That was a rainy night... did I mention it always rains in Hammettville? Every fucking day, it never stops raining, spring, fall and winter. During the summer, we get a few days off the fucking rain, but then the heat can be scorching, breath-taking... Anyway, it was pouring outside and me and Torello

(may his soul rest in peace)

were on a stakeout outside the Soho Hotel. They call that neighbourhood Soho, like in New York City, but I don't think there are many similarities between them. We ain't really got many artists in Hammettville's Soho, just small-time dealers, prostitutes, lice-infested bums: a bunch of lowlifes who hate working for a living. Those dirty bums all join together in that dingy little neighbourhood.

The rain was pouring down on the windshield, and it was so cold outside we only dared opening one of the car windows, even though Torello, who was a chain-smoker, would burn through a couple of packs during one of these boring work nights. Between the rain-splashed windshield and the cigarette smoke

(which didn't kill him in the end, though everyone

was betting on it, poor Torello...)

You couldn't see a thing. We could barely see the outline of the building's façade. The lights were on in room 9, where the Mayor's nephew was, allegedly, handling his heroin dealing business. Maybe I should have started here? Maybe I should have. .. It was a high-risk case. We couldn't... We shouldn't... He wasn't supposed to be guilty.

Anyway, this wasn't a real surveillance job.. The goal was to prove the boy's innocence so we could close the case for good before the Internal Affairs guys.. before they came in to kick up some dust.

That's when we saw the broad. She came to the room window, dressed in a funny way, almost naked: she looked like she was wearing kinky leather clothing or whatever. She had a body that would make a man kill for her in a heartbeat. That's basically why we could see her.

(Old Torello, there was a guy who could spot a body like that through the thickest fog: God bless his soul)

The woman opened the window and stood there a bit as if the rain didn't bother her. That caught our attention. Torello put out his cigarette.

I opened the rest of the window, even though the cold rain was splashing down on me. I felt more alert and awake. A couple of minutes later, the broad went back inside, probably soaking wet from the waist up. Torello had the binoculars and told me the woman embraced the boy, and they kissed. For about ten minutes, Torello couldn't see shit. We assumed they were fucking. Then Torello suddenly coughed and choked. When he recovered, he elbowed me and got out of the car, staggering, signalling me to follow him. As we walked to the hotel door, he whispered: 'I think the broad killed him: I saw the guy smashing against a wall and falling down. He looked like a rag doll.'

What a fucking night Five hours under the pouring rain, crammed inside the car to prove the Mayor's nephew's innocence, and now we'd run the risk of taking him downtown in a body bag And that's precisely what fucking happened, for fuck's sake: the state he was in No one was in the room now: the woman and whoever killed the boy had left. Sure, it could have been the broad, but I don't think she could have done that alone. I don't know... The dead boy was half-standing against a wall, the trousers wrapped around his ankles, and his fucking dick was bitten off The fucker chewed the severed bit and spat it on the floor, fucking disgusting We both retched at the sight of that shit...





*There was blood everywhere, and his neck was broken. Apparently, someone did that with their bare hands, just snapped his neck like a twig.*

*That's why I believe there was a third person in that room, the broad may have bitten off his dick, but no way could she snap a man's neck like that. The guy's torso was also covered with scars and bruises, but they weren't fresh. Most of them were probably months old.*

*I bet he was into very kinky stuff. Kids these days get themselves into fucking weird shit Yeah, well, he got what he deserved, I suppose...*

*Anyway, after we saw the body it took us both a moment to collect ourselves. Torello crossed himself*

*(a religious man, Torello was, God bless his soul)*

*Right after that, I climbed the rest of the staircase while Torello searched the rooms on the same floor. Nothing... Nothing in the entire building. The bitch and her accomplice escaped right under our noses. Before anyone else arrived, we took it upon ourselves to flush the drugs down the toilet.*

*Yeah, yeah, the boy was dealing, alright...*

*When the forensics report came, at least it didn't mention the kid was on drugs. Thank God, that would have vexed the Mayor*

*Now, I suppose you wanna know what happened to poor Torello, right? Yeah, well, it was a mob hit: poor guy was shot in the face..."*

Detective Xavier Garcia recollects the murder of Tommy Wright, nephew of Hammettville's former mayor, Jeremy Wright, while being interviewed by a reporter.

## DEMONS' ORIGINS

All Apostles of Pain are different, but every one of them shares a few common characteristics. Most are human-like, or at least humanoid, and they can easily communicate with people with no language barrier. However, even the human-looking demons aren't capable of mingling in our world without being noticed: they appear as severely disfigured, mutated caricatures of mankind.

Many of the Apostles wear leather clothing reminiscent of BDSM - indeed, the creatures themselves have helped spread that kind of fashion among such communities, since their first known descriptions pre-date the use of kinky leather outfits by centuries.

Most have body modifications, such as piercings or hooks inserted through flesh or their eyes and mouths sewn shut with thread. Some have amputated body parts and festering, pus-dripping wounds. The existence of the six demons featured in this scenario was first documented in the 14th century. They are Carnifex, Stuprator, Evisceratore, Venefica, Dominatrix and Arbitratrix. The first three are Incubi (singular: Incubus), male demons, while the others are Succubi (singular: Succubus), female entities.



The Apostles of Pain are notorious for being summoned by extreme pain, desire, or even both. They are attracted to places that were the stage for horrific events or where violence is regularly practised.

Battlegrounds, labour camps, mental asylums, slaughterhouses, decayed nursing homes, Third-World reform schools, crowded jails and crime scenes are tainted by pain, suffering and death and are among the ones that are regularly visited by supernatural creatures.

The Apostles are also allured by unrestrained desire and the most extreme weaknesses of the flesh. That is why, as these particular demons are concerned, sadomasochist clubs are added to the list of locales where the connection to the supernatural world opens doors to Hell.

But those mentioned above are just the unintentional forms of summoning.

In *Sexual Holocaust* the Pyramid of Pain was created to call forth the creatures. Throughout human history, puzzles and mechanical contraptions were designed by artisans and craftsmen with the intent of summoning Apostles of Pain.

Other than the Pyramid of Pain, there aren't many more of those articles in modern days. The most recently uncovered was the outrageously sexualised 18th-century oil triptych *Brides of the Antichrist*, by German painter Ludwig Eisenmenger, featured in the scenario *The Sisters of the Seven Sins*, also set in the late 1970s.

The first documented encounter between humans and Apostles of Pain is found in the records of a 14th-century Irish monk who vanished after raping and murdering a young male novice he was in love with. Ronan Cullen, the monk, wrote about the several violent sexual trysts he had with six demons, which were firstly named by him.

Despite knowing he was condemning his soul to Hell, Cullen could not resist the demons' call. However, if the first encounters were a mixture of pleasure and pain, gradually, the brutal abuse took over from rough sex. Since the account was left unfinished, it was assumed Ronan Cullen died during a last encounter with the fiends.

In 1825, a German Demonologist, Gerhard Schulte, found the monk's writings. It was Schulte, until that time no more than a student of theoretical occult, who discovered a ritual which opened up a connection to the place where Cullen's demons came from. In reality, the one responsible for it was one of Schulte's followers since the leader merely provided the instructions for the others to practice rites entailing violent sex until they attracted the demons' attention. Actually, the ritual itself was, at first, of little or no consequence.

What created a bond with the entities were successive attempts to contact them, facilitated by Schulte first convincing, then forcing, his followers into the most debauched and savage sexual practices. After the bond was established, there was a permanent portal to Earth left ajar for those particular Apostles. Later, the ritual became a kind of formal "invitation", tying the group of demons to specific victims.

The artefact known as Pyramid of Pain was then commissioned from an artisan in Munich, the occultist's hometown, and the ritual was replicated into the relic's ornaments, linking the object to the six Apostles of Pain.

The contraption is a metallic gilded pyramid with three dials close to the vertex. On the sides of the pyramid, strange symbols hide words, combining several languages, such as Aramaic, Ancient Greek and Arabic. The remaining surface of the pyramid is embellished with arabesques. The text within the symbols, when translated, reveals the code which can be used to operate the three dials.

Eventually, Schulte also disappeared under mysterious circumstances when he plucked up the courage to try out the Pyramid of Pain and the demons' bitter-sweet punishments by himself. Obviously, he died, but his corpse was never found.





Schulte also left a published book, *Codex Voluptate et Dolorem* - of which only three copies remain - where he describes the whole process, from uncovering Ronan Cullen's writings to the construction of the Pyramid of Pain.

Schulte's personal experiences with the demons happened only after his book's publication, so the treatise was still written partly in a theoretical and detached fashion. The tome hints at the creatures' origin, describing them as Fallen Angels who were cast down to Hell after Lucifer's rebellion and exile, a punishment for supporting their unholy leader.

Schulte speculates they enter our realm of existence through mystical doorways, searching for the pain and suffering

that nourishes them. For Schulte, the place they come from is described as Hell, in the Christian tradition, but other occultists differ from him.

Those other scholars proposed the locus of the demons' origin - detailed by the very few surviving victims as something similar to a vast and dark torture chamber - might be another dimension, not related to any religious lore.

Some scholars even postulate the Apostles could be alien creatures with powers unknown to Man but not necessarily supernatural in nature. But Schulte, as a Christian who based his studies on the narrations of a monk, was adamant in qualifying them as Fallen Angels.



There are three remaining copies of Schulte's book. One can be found in the library of the Venustempel Sex Museum in Amsterdam (that is, if you set the scenario after 1985: if earlier, the museum didn't yet exist, but the book had already been purchased by a Dutch collector of sex oddities, Lucas Brower), and two other in private collections: the Italian Angelo Brichesi, a book lover with no interest in occultism or sadomasochism, has one of them and an American, Herbert Miles, member of the Church of Satan, has the last one.

Miles is probably the easiest to find but the least willing to part ways with his copy. The Italian will be eager to negotiate a sale without any obstacles. The Dutch museum (or Lucas Brower) may allow consultation, even if not up for sale.

If the characters are police detectives, they can use their network of contacts to access any of the volumes, but, in that case, it is less likely they will have any use for it, unlike occultist or art historian personas.

Gerhard Schulte's tale can also be used to generate a crossover plot with *Wretched Époque*, one of the previous releases in the Wretched line. Though the German occultist died before the Belle Époque started, he still had some followers and friends who may have tried to decipher the Pyramid's secrets after his disappearance. The 19th century was so rife with secret societies you can easily imagine one forming from the ashes of this small group of German demonologists. Just have a handful of them arrive in Paris seeking the help of French occultists.



## AN ALTERNATIVE STORY FOR THE APOSTLES

This option connects the Apostles of Pain to the Beyond, the dark realm which is behind all supernatural phenomena in the "Wretchedverse". If you would like to use this plot combined with some other Wretched scenarios or just allow the characters to have a glimpse of the Beyond, this may be of interest to you:

The Apostles were a group of six occultists that opened a gateway to the Beyond. Due to services rendered, the Entities residing within the Beyond decided to reward them. If they could endure the trial process, they would become quite powerful and be allowed to act as Heralds. The Apostles are now vessels for their ancient masters. The entities also deposited certain artefacts which, when unlocked, would summon the Apostles. The idea was a great way to find new humans to toy with: the entities do enjoy fun and games. Umpteen trinkets have been placed throughout historical points. Some are more complicated than others to open. There are always six artefacts hidden in each century, allowing one Apostle to appear in that one-hundred-year period. There are also several fake trinkets littered about that look exactly

like the original artefacts. Some fakes look more authentic than the real ones, though they are surprisingly difficult to open. Should a fake puzzle be solved, the unfortunate subject will have an audience with an entity who will offer some insight into the location of a genuine item.

However, the individual will be assessed on worthiness before the information is given. Even if the subject is deemed unworthy, he or she may still be tasked to participate in various trials of the entity's choosing. Operating in this manner leaves the individual at the mercy of the Entities residing in the Beyond.





Missions for the Beyond take place in all sorts of locations and times. They usually include finding those who have broken pacts. Humans on the trial act as judge, jury, and executioner. If the Entities are pleased, they are rewarded. If not, they are tortured.

It's also possible that after many trials, pawns may become thought of as allies. The Apostles could

turn them into Acolytes: they have many of these, though it's considered high praise and

an uncommon gift. Mortals have to earn this

honour. As an

Acolyte of the

Apostles, you

are a chosen

representative

and can enter

various

gateways.

Though be

warned you

are under

observation

and

scrutiny:

if you

displease

the

Apostles,

your death

will be

atrocious.



## THE SIX APOSTLES

Most of what is known comes from Ronan Cullen's writings - now lost but thoroughly studied by Gerhard Schulte - and the German Demonologist's book, *Codex Voluptate et Dolorem*. Other occult scholars have commented on the works of Cullen and Schulte, but few of them had any kind of contact with the creatures. What else remains are mostly descriptions, typical behaviours, known powers and a few unconfirmed hypotheses. The group described comprises three Incubi and three Succubi that don't always work together. There have been accounts of these demons showing up in smaller numbers or larger groups, but only the ones

mentioned here had enough testimonies describing them. They are also ageless and never really die: even if they can be physically destroyed, Apostles will eventually revive in their place of origin.

### CARNIFEX

In *Codex Voluptate et Dolorem*, Gerhard Schulte describes Carnifex - based on Ronan Cullen's testimony, for, at that moment, he still had had no direct contact with the demon - as a tall man, towering above two meters, broad-shouldered and very pale, with no body hair and several hooks pierced through ears and lips. In Cullen's and Schulte's time, Carnifex wore a black cuirass covering his torso, but, in modern days, he is wrapped in leather straps.



His lower abdomen is covered in similar black leather straps dangling from a large belt. Sometimes he carries a katana or a big butcher knife on a scabbard.

Carnifex seems to be the highest-ranking member in this group of demons since the others defer to him, and he is the most likely to address humans, in a deep bass, commanding voice. Besides being the commander, he's also a torturer and an executioner. He delights in slowly killing his prey. Before slaughter, he will sever appendages and dismember the victims.

#### **CARNIFEX**

**Defence:** 18

**Hit Dice:** 7d8

**Attacks:** Weapon

**Damage:** By weapon

**Move:** 15 meters

**Morale:** 12

**XP:** 1,000

**Powers:**

Carnifex's powers are Arousal, Charm Person, Clairvoyance, Feed on Pain, Infravision, Read Minds, Unlock Doors, and Dimension Door.

**Powers:** Apostles of Pain have powers partly similar to human magic rituals, but they activate them immediately, unlike humans who must perform long and complex rituals. The Apostles Hit Dice limits the number of powers that can be activated daily.

Here's a description of how these powers work:

- **Charm Person:** The target is allowed a Wisdom Saving Throw versus magic, but if it fails, the subject will be at the complete mercy of the Apostle, obeying every command, no matter how dangerous.
- **Clairvoyance:** By activating this power the Apostle can see through the eyes of another living creature within a 20-meter range.
- **Cure Wounds:** The Apostle can cure 3d6 of lost Hit Points. It can be used on itself or others (including mortals).
- **Dimension Door:** This power transports the Apostle and up to 3 other creatures standing close by to the Beyond.
- **Infravision:** The Apostle has the ability to see in the dark up to a range of 20 meters. This powers doesn't activation.
- **Project Image:** The Apostle creates a perfect human-sized image of someone or something. The image can't communicate or do anything (it's just a projection), but it moves up to a distance of 100 kilometres.

- **Read Minds:** The Apostle can read the mind of any living creature within a 20-meter range for 12 turns (language doesn't matter).
- **Shapeshift:** The Apostle mutates its own body.
- **Telekinesis:** The Apostle can move a living being or an object weighing 10 kg per Hit Dice. The target can be moved in any direction at a velocity of 3 meters per round. A Wisdom Saving Throw is allowed if used against a sentient creature.
- **Unlock Doors:** Unlocks any kind of door, whether they are mechanically, electronically or magically locked.
- **Web:** The Apostle creates an organic sticky web that can entangle opponents for the duration of 10 turns.

**Other powers:** Apostles of Pain have two powers that have no equivalent in ordinary magic. They are:

- **Arousal:** When an Apostle of Pain activates Arousal, every mortal around a 10-meter diameter must make a Wisdom Saving Throw or succumb to lust (characters whose Sin is Lust have a -3 penalty on this roll). While under the effect of

Arousal, the target will be enthralled by the Apostle and unable to oppose it.

- **Feed on Pain:** Whenever they reduce a target's Hit Points to less than half, an Apostle of Pain recuperates 1d4 of lost HPs, feeding on the mortals' pain.

## STUPRATOR

This short and fat humanoid male demon was the one that most impressed Ronan Cullen and Gerhard Schulte's apprentices. The pale, hairless creature was usually in charge of sexual punishments. Stuprator wears no clothes, has flabby arms and stumpy legs, his chest and abdomen skin is sagging: beneath his soft flesh emerges a huge hard penis. According to Codex Voluptate et Dolorem, the phallus is always erect and drips a green fluid, which exudes a foul stench.

Despite, apparently, preferring to force himself upon young heterosexual males, Stuprator will defile both men and women. Schulte proposes that the preference is born out of the "most savoury kind of shame" suffered by men being sodomised against their will. He describes in detail how one of his followers would ejaculate and burst into tears right after being gently penetrated by Stuprator.





He also recalled how the creature would hollow in pleasure at the sight of tears shed at the moment of the young student's ecstasy. Of course, this description is second-hand: we'll never know what Schulte himself might have felt.

into a spiked appendage, thus lacerating the sufferer from the inside. Like a good soldier, the defiler obeys Carnifex's orders and wouldn't dare question his authority.

### STUPRATOR

**Defence:** 16

**Hit Dice:** 8d8

**Attacks:**

Weapon+natural weapons

**Damage:** By weapon

**Move:** 10 meters

**Morale:** 10

**XP:** 500

**Powers:**

Stuprator has fewer powers than most other Apostles: his only ability is to transform his own body (Shapeshift). Stuprator can use this power as many times as he has Hit Dice (8) to enhance his strength and resistance and to change body parts into weapons.



Stuprator

never speaks: he only mumbles incoherently and wildly shrieks while raping his victims. Always sexually aroused, he can penetrate someone for hours, enjoying the prolonged agony of the molested one for as long as he can. Sometimes he uses his flesh sculpting powers to twist his phallus



Treat Stuprators' powers as being able to induce in him the equivalent to Strength/ Dexterity or Constitution with a score of 20 during 2d6 rounds for each activation. He can also enhance his own skin for 2d6 rounds, raising his Defence score to 18 and transforming body parts into weapons (which cause 1d8 damage).

### **EVI SCERATOR**

For Cullen and Schulte, this was the most frightening yet the least relevant of the male demons. Eviscerator is barely humanoid. He is of average human height but extremely fat, almost round.

His face is distorted. It's impossible to ascertain if the creature possesses eyes or mouth, though he has several horizontal slithers along the slimy round head. He has no hands: where the appendage should be, there's a kind of a bone blade protruding from the arm. Eviscerator's body is partly covered in a large black leather butcher apron.

His craving for pain and blood is as intense as Stuprator's lust for sex. In Codex Voluptate et Dolorem, Schulte describes Eviscerator as the most likely demon to show servile behaviour around their leader, Carnifex.

### **EVI SCERATOR**

**Defence:** 17

**Hit Dice:** 7d8

**Attacks:** Weapon+natural weapons

**Damage:** By weapon

**Move:** 10 meters

**Morale:** 11

**XP:** 500

**Powers:** Eviscerator has no powers at all, but his hand blades give him an edge: they do 1d10 damage plus poison damage (1d4 per round for 1d6 rounds.) Eviscerator gains 1d6 lost Hit Points instead of 1d4 when he reduces an opponent to less than half HPs.

### **VENEFICA**

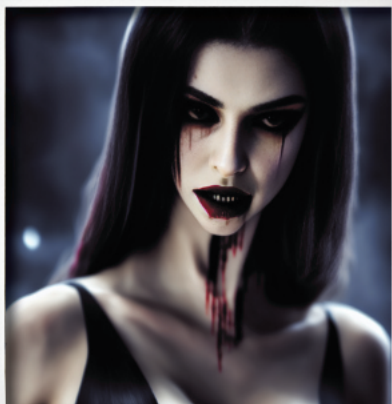
In Schulte's followers' experience, Venefica was the most active of the Apostles, though the occultist confirms that it was less so in Cullen's narration, probably because the monk fancied men, and this succubus's speciality is, above all, to seduce heterosexual males.

Codex Voluptate et Dolorem describes her as a beautiful and voluptuous human-looking female with solid arms and legs and a hairless pubis from where unnaturally large labia protrude (the labia grows and mutates into a kind of tentacle). She's as pale as the others and wears no clothes except a dark leather cape.

Venefica is a sorceress and a mesmerist: she deludes the victims with her soft voice and tender eyes.

She is an irresistible temptress of men, but no matter the victim's gender and sexual orientation, they fall prostrate in adulation when she enters a room. If among those subjects there are heterosexual men or lesbian women, they are uncontrollably aroused by her and think about

lick her breasts or, occasionally, even briefly penetrate her. The occultist explains that this is only a ploy. She enjoys playing the victims before the slaughter, just like the rest of her brethren do.



nothing else except to caress and possess her seductive body. Convulsing and excited, the victims enter a state of sexual frenzy. Her demands, whatever they are, will be obeyed, even if it means endangering one's life. Schulte points out that she sometimes deliberately pleases the prey, caressing sufferers or allowing them to briefly kiss her lips,

### **VENEFICA**

**Defence:** 15

**Hit Dice:** 6d8

**Attacks:** Weapon

**Damage:** By weapon

**Move:** 12 meters

**Morale:** 10

**XP:** 600

**Powers:** Venefica's powers are Charm Person, Read Minds, Clairvoyance, Unlock Doors, Cure Wounds and Dimension Door. Characters get a -4 penalty to resist Venefica's Arousal power.



## **DOMINATRIX**

One of the the most human-looking of the Apostles, she can even walk among mortals undisguised without attracting too much attention.

She is a dark-haired pale beauty with a muscular body and a seductive - yet strangely menacing - facial expression.

Based on his followers' and Gullen's notes, Gerhard Schulte proposes that Dominatrix is likely to be hierarchically inferior to Venefica, though she never submits freely. Dominatrix usually stays in the background until the victim is ready to be subdued and tormented.

According to Schulte, it is possible that this demon has been suppressing her will to rebel against

Garnifex and free herself from his dominion for quite a long time. It is even possible that she will attempt rebellion if Arbitratrix gives her support.

## **DOMINATRIX**

**Defence:** 19

**Hit Dice:** 7d8

**Attacks:** Weapon

**Damage:** By weapon

**Move:** 12 meters

**Morale:** 12

**XP:** 600

**Powers:** Dominatrix's powers are Charm Person, Read Minds, Clairvoyance, Web, Shapeshift, Telekinesis and Dimension Door.





beautiful as Dominatrix, perhaps even more.

Schulte and other Demonology scholars agree that her task is observing and only interfering when something is not done according to the procedure. Obviously, no one knows what the ruling is or if there are any infernal laws. Schulte proposes another option: she isn't comfortable with Carnifex's leadership and may even be preparing for a coup. The other

Succubi may be on her side if that happens since they usually defer to her.

## **ARBITRATRIX**

According to Gerhard Schulte's Codex Voluptate et Dolorem, Arbitratrix had a consistent, yet unusual, behaviour in every recorded contact with humans: she kept behind, in the shadows, all the time.

There's not even a good description of her since neither Ronan Cullen nor the German occultist ever saw her up close.

All accounts coincide in that she looks feminine and very tall. She might be as

## **ARBITRATRIX**

**Defence:** 17

**Hit Dice:** 8d8

**Attacks:** Weapon

**Damage:** By weapon

**Move:** 12 meters

**Morale:** 12

**XP:** 1,000

**Powers:** Arbitratrix's powers are Charm Person, Read Minds, Clairvoyance, Infravision, Web, Project Image, Shapeshift, Telekinesis and Dimension Door.



## **DECIPHERING THE PYRAMID**

The pyramid doesn't easily give away its secrets. First, the symbols will have to be translated, which may require cooperation among several people since various languages are mixed in the text: Aramaic, Ancient Greek, Egyptian, Latin and Arabic.

Whoever is in charge of the translation will immediately realise the nature of the object. Words like pain, pleasure, sex, penetration, violence, orgasm, lust, evisceration, torture, death, punisher and punished, victim and executioner are repeated often along with the text.

When translated, there will be a complete description of which dials to turn (and how) on the pyramid to complete the ritual. Whoever accomplishes the second phase is targeted but will not be immediately found by the Apostles of Pain. It only opens up the possibility that the creatures may, at any time, leave their place of origin and enter our

world to meet their new "pet". The relic has no purpose at all, nor does it grant any powers or benefits. The only thing it does is to bond between a group of six Apostles of Pain - three Incubi and three Succubi - with the person who breaks the cryptogram, allowing the creatures to momentarily leave the nether realm which they call home.

### **PYRAMID RITUAL**

Though none of Larry Adleman's S&M club members knew what it was all about, they were (more or less surreptitiously) exposed to a ritual. Besides being a producer, Adleman was also a collector with a strange taste in art and antiques. He recently acquired the Pyramid of Pain and paid three college students to translate the strange inscriptions. The students underwent the experience unscathed.

Meanwhile, he investigated the artefact's origins and discovered the existence of Gerhard Schulte's book, *Codex Voluptate et Dolorem*. He had access to the Lucas Bower/Venustempel Sexmuseum's

copy (the characters may know about that later) and, aware of the dangers involved, when he got the code, convinced the other members of the club to play a game and had them turn the dials on the Pyramid. As nothing happened, he dared to try it himself.

The Apostles of Pain are sufficiently aware of what goes on in the human realm to understand what happened. They allowed all the club members to inadvertently invite them before making an appearance. By Carnifex's choice, the first visited was the one who started the process, Larry Adleman. Later, when the producer was shown the "Garden of Demonic Pleasures", he realised his mistake but didn't have the guts - or the time - to warn the others. Sooner or later, they will all encounter the demons and, most likely, perish at their hands (or other body appendages).

## **LARRY ADLEMAN'S MURDER SCENE**

If the characters are Homicide detectives, they will be assigned a new case at the

beginning of this scenario, Larry Adleman's murder. If they are private eyes, they will be hired by one of the sex club members, who feels Adleman's killer may be after the others, too: the fact that the producer was killed inside the S&M club he managed, not in his own house, implies everyone could be at risk.

A body was found in a derelict building in Greenfield Village, a Hammettville neighbourhood with a reputation for being the chosen place for the town's bohemians, artists and a hotspot of alternative culture. In reality, it's packed full of sleazy nightclubs, dingy bars and shabby sex shops. Captain Somerset warns the detectives not to eat before arriving on the scene: the first responders puked all over the place when they looked at that nasty piece of work. The dead man is an independent film producer named Larry Adleman.

His body was found in the basement of a building he owned and was regularly used by a sadomasochist club.

Adleman was a member of said club, possibly a founding member, as he was also the host.

Though, at first, it might look like the producer's death resulted from a sadomasochistic practice gone too far, the level of violence involved points elsewhere.

The producer's body was found lying on a king-sized bed, naked, chained, his penis and testicles mutilated - the wound was hurriedly cauterised, so he wouldn't bleed to death while being tortured - and there were brutal thrash marks on his back and chest.

His tongue was burned with a metal rod (found lying next to the corpse), though there was no trace of the source of fire used to heat the metal.

His eyes were sewn shut with fishing line, and he was subjected to a highly violent anal penetration, most certainly with the use of a phallic object, much larger than an actual human penis [it was Stuprator's enormous demon phallus, but at this point, no one could guess that].

That hypothetical object obviously wasn't found at the crime scene. All this was done while Adleman was still alive.





Venefica kissed Adleman while activating her Feed on Pain power, draining the producer of his lifeblood. His throat and mouth seem desiccated for no apparent reason. Any lab tests will be inconclusive.

Before cutting his penis with a razor, Dominatrix slowly and painfully stepped over the man's testicles. She kept stomping the testicles until all left was a puddle of squashed flesh, skin and blood.

He finally died by exsanguination after being cut through the jugular with a very sharp object, also missing. Beyond this, other methods of torture were used:

Before cutting the producer's throat, Evisceratore worked on Adleman: his innards are scattered all over the floor.

The ruptured intestines spilt their contents on the ground, leaving a foul-smelling pool of excrement, the putrid scent that led Rod Taggart to call the police.

While being anally penetrated by Stuprator's huge penis, the demon's cock grew spikes: the fiend was using his body morphing ability. There are wounds inside Adleman's rectum that the coroner will assume were made by a torture device, such as a spiked Pear of Anguish. Of course, looking for the object will be a waste of time.

Eviscerator used a small and very sharp knife to carve off the man's face, which he now uses as a hideous flesh mask. He may even be spotted wearing it by any next victims, which could be an interesting red-herring for players.





The time of death was reportedly around 03.30 am on December 12th, but, according to the coroner, the torture started around 10.00 pm the previous day. Despite all the violence involved in the crime, Larry struggled little or not at all.

He was, of course, enthralled by the Apostles. There are no traces of semen, blood, saliva or other bodily fluids other than those belonging to the dead man, and no fingerprints, except those of the other club members [more information about it below].

While Adleman was still bleeding, he was thrown over his bed, where the corpse lay on a blood-soaked mattress for two days after his death. The police arrived at the scene on December 14th after someone made an anonymous call, complaining about the foul smell in the building's vicinity.

The person who made the call was Rod Taggart, a porn movie director: also a member of the club, who tried, unsuccessfully, to call his friend on the phone - the record of his calls cannot be traced

since Taggart called both Adleman and 911 from a nearby phone booth - and subsequently went to the building and felt something was wrong. Despite having the front door key, he wasn't the one who found the corpse: Rod decided to leave as soon as he suspected foul play.

The autopsy report for the Adleman murder (and the following ones) can be found at the end of the scenario

## **FINGERPRINTS, THE ONLY CLUE**

There are fingerprints scattered around the place that belong to other members of Larry Adleman's club. From those fingerprints, the police will find out about other members. Some biases related to race, sex and the NPCs' professions should be used from the beginning of the investigation to derail the efforts to find the truth.

- Richard Perry, 42 years old, is an African-American assistant director. If you would like to involve prejudice based on skin colour, the Police detectives might suspect him.

- Lucinda Rossi, 28, is an Italian theatre actress. She's young, foreign and an actress. Perhaps she wanted more from her relationship with Larry Adleman, and the affair ended in bloody tragedy and sadistic revenge.

- Amanda Susskind, 34, a New Yorker call-girl. Well, she's a hooker. You do the math...

- Rod Taggart, 55, a Californian former porn star turned director. Two alpha males fighting for supremacy? A harsh gay sexual tryst gone awfully wrong?

- Michelle Piquet is a French citizen, 24 years old, a waitress in a restaurant and a wannabe actress. If Rossi didn't do it, Michelle might have done it for the exact same reasons.

- Leonor Schneider, 56, a German immigrant in the United States since the early 1970s, is a theatre actress. Was Larry Adleman having an affair with Mrs Schneider, and her husband found out about it?

- Helmut Schneider, 59, a German immigrant, Leonor's husband and a contractor.

On the other hand, maybe Helmut and his wife were in a ménage à trois with the producer, but the German contractor took the S&M fun way too far.

- Eddie Britt, 34, is a local drug dealer and sometimes pimp. Even if he did nothing to Adleman, he's guilty of other crimes. Better be rough when interrogating him just to be sure he'll spill the beans.

## **CLUB MEMBERS AND THEIR ALIBIS**

Most of the club members whose fingerprints were found have alibis for part of (or the entire) night of the murder:

- Lucinda Rossi and Michelle Piquet attended a party organised by a Hammettville theatrical producer, Nick Solieri. They arrived at his mansion, on the outskirts of town, after 09.00 pm and neither left before 05.00 am.

- Leonor and Vladimir dined at a Chinese restaurant near their Ridgeline home and retired to their gated community around 11.30 pm. The doorman confirms this and assures them they didn't leave their home again.

- Rod Taggart was working hard in his studio, but he could not pinpoint when he went back home. Witnesses can confirm, however, that he was on set between 05.00 pm December 11th and 01.30 am the following day. The witnesses are the two cameramen, Joey Esposito and Gerard Ortiz, the sound technician Ricky Samuel, two secondary actresses, Crystal Feist and Alana Lovecraft, and the movie's male star, Oscar Remington.

- Eddie Britt assures the police that he was in a nightclub in Hammettville's Soho, but there's no one to corroborate his alibi. Witnesses exist, but they are the clients to whom he sold drugs and some other dealers: none of them cares to talk about that kind of business.

- Amanda Susskind was working at the time. She does not reveal the names of her two clients, but the records and attendants at the fleabag motel where she "entertained" them can attest to her presence there.

- Richard Perry spent hours drinking in a bar and left around 09.40 pm. He was arrested for

driving under the influence minutes later. The next day he was still in custody. His alibi is bulletproof.

## **CLUB MEMBERS' STORY HOOKS**



### **RICHARD PERRY PLOT HOOK: A HISTORY OF VIOLENCE**

Perry has a suspicious history of violence against former girlfriends and was arrested several times for domestic violence. He has even served time for savagely beating a girl ten years before. The abused ex-girlfriend, Tina Gershwin, was punched by Perry until her face was a bloody pulp.

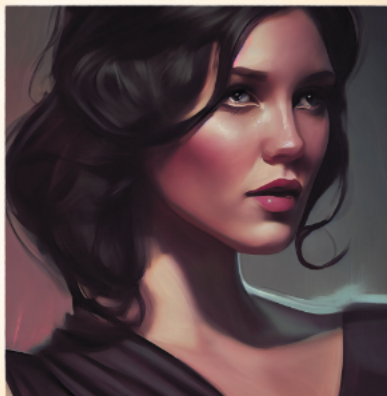
The attack blinded her in one eye: however, Perry got away quickly. He alleged in court that she was seeing other men, which was deemed a crime of passion.

Tina is a waitress in a Hammettville diner. The characters may reach her, but she has little to say except to describe how abject and monstrous her former lover was and how corrupt, and inefficient the legal system is.

Police detectives or private investigators will find out about that easily, but this would just be a side story: there's no connection at all with the main plot.

On the other hand, police officer characters may have troubles dealing with an angry Tina Gershwin, which could set them on a wrong lead.

**RICHARD PERRY**  
**Defence:** 13  
**Hit Dice:** 1d8+2  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 7  
**XP Value:** 30



**LUCINDA ROSSI**  
**PLOT HOOK: TRAGIC VALENTINE**

Though it has nothing to do with the Apostles' story, for a while, Lucinda Rossi will harbour suspicions about an old boyfriend who has been stalking her. Todd Maitland, also an actor, dated Rossi for a few months, but she dumped him because he was too jealous and potentially dangerous.

The actress knows she was followed by Maitland and that he discovered she frequented the S&M club while they were still dating. He even threatened to kill her if she kept going there.

That was one of the reasons the relationship ended, and now she fears it may have been the motive behind Adleman's death.

If she is the one who hires private investigators, she will tell them about all this, but the cops will probably also get that story during an interrogation.

Todd Maitland is now working as a part-time bartender in a Greenfield Village nightclub (The Eagle's Nest), mainly frequented by gay clients. He hates the place, and being harassed by horny men disgusts him, so he may react badly if approached by cops or private eyes.

Maitland's reaction should appear very suspicious to the group, but Rossi is wrong: her ex-boyfriend is innocent [of killing Adleman], as the characters will soon find out.

#### **LUCINDA ROSSI**

**Defence:** 10

**Hit Dice:** 1d4

**Move:** 12

**Attacks:** Weapon

**Damage:** Per weapon

**Morale:** 4

**XP Value:** 25



#### **AMANDA SUSSKIND** **PLOT HOOK: A ROTTEN DEAL**

Five days after Adleman's death, one of Susskind's clients is slaughtered. By pure chance, the murdered man was with Susskind the night the demons killed Adleman, which might trigger suspicions.

Anthony Hagen, the victim, owner of a pawnshop, was stabbed several times in the back inside a Hammettville's public restroom. This is, obviously, another red-herring: Tony Hagen was killed by a local drug addict who had matters to settle with the pawnbroker, whom he felt had wronged him over various past deals.

The junky, Lenny Baynes, is a murder suspect, in that case, being investigated by Homicide Detective Leo Baldini. If accosted by the characters, Baynes will spin a tale about having been attacked by Hagen and that the dead pawnbroker is a "damn fairy pervert" and tried to rape him.

This could trigger suspicions, but Hagen's death is totally unrelated to the Larry Adleman affair.

#### **AMANDA SUSSKIND**

**Defence:** 12  
**Hit Dice:** 1d6  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 6  
**XP Value:** 25

#### **DETECTIVE LEO BALDINI**

**Defence:** 12  
**Hit Dice:** 2d8  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 7  
**XP Value:** 30

#### **LENNY BAYNES**

**Defence:** 9  
**Hit Dice:** 1d4  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 9  
**XP Value:** 15



#### **ROD TAGGART PLOT HOOK: HARDEST WORKING MAN IN THE BIZ**

The former porn star was always sexually active, even off-camera, perhaps a little too much.

During this investigation, one of the people who confirmed his alibi, actress Alana Lovecraft, suddenly changes her mind. She maintains she can't be sure about his presence in the studio since she was filming a lesbian sex scene with Crystal Feist.

The cameraman and technicians will agree that he might have left for a bit if contacted by the characters. They were also swamped, and Feist shares Alana's doubts.

Oscar Remington was barely active in the set that night, and he left for a while to grab a bite in the diner next door.

In reality, the two actresses had affairs with Rod, and both were cheated on by him, so their change of mind was a prearranged revenge between them.

If the characters appear to believe their story, they will get carried away and start blabbering about how violent he sometimes became and that there's talk in the porn business that Rod Taggart has raped several actresses he worked with as an actor and a director. That's also untrue, or, at least, no one has complained before, and there are no rumours about it at all.

Most women he met have bad memories of Taggart: he's a rotten character, consistently unfaithful, and never keeps his promises, but there's no proof he ever hurt any of his former lovers. At least not in a "bad" way.

Meanwhile, this 1970s #MeToo moment could perhaps have taken the characters off trail for several precious hours...

**ROD TAGGART**  
**Defence:** 10  
**Hit Dice:** 2d8  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 6  
**XP Value:** 20



**MICHELLE PIQUET**  
**PLOT HOOK:** BLACK MAGIC

Though Larry Adleman didn't know about it, Michelle Piquet has dabbled in the occult. When he died, something in the murder scene's description made her uneasy, recalling something she read about. Encounters with Apostles of Pain aren't that common, but they happened before, and some were newsworthy, even though they are labelled as highly violent crimes.

She will most likely share that with the characters if they are private investigators or scholars.

Besides Tommy Wright's death, there were a couple more strange murders with things in common, mainly torture.

This will undoubtedly lead nowhere: even if the previous murders were the Apostles' work, there would be no clues left behind.

**MICHELLE PIQUET**

**Defence:** 12

**Hit Dice:** 1d8

**Move:** 12

**Attacks:** Weapon

**Damage:** Per weapon

**Morale:** 7

**XP Value:** 30



**THE SCHNEIDER COUPLE  
PLOT HOOK: PROSTITUTION  
RING**

If the characters are private investigators, Leonor Schneider shares with them her fears this case may have something to do with her husband's shady past. A while ago, Helmut was part of a prostitution ring that smuggled young women - some still minors - from European countries to the United States. Helmut's involvement was never disclosed, but she knows he was part of it, and, at a certain point, he dropped out and engaged in honest business only. Could this be an act of revenge?

In reality, that European prostitution ring was being harassed by corrupt cops in Hammettville, and the bosses decided to move away from New York state. Helmut Schneider wasn't that relevant in the organisation and was just left behind. After he paid a few bribes, the Vice detectives left him alone, but he was already burned out with the whole scheme and turned to other business ventures. Anyway, if you want to insert here a revenge story, let's say one of the kidnapped girls evaded the ring some time ago.



After years of abuse that left her severely traumatised, the girl is completely insane and desperately preparing for payback.

She has saved money and made plans, now she will try to kill all of the organisation's leaders.

But first she will kidnap and submit each one of them to brutal torture, inflicting on the criminals as much, perhaps, even more, excruciating pain than she felt while in their hands.

Helmut Scheiner may not be in the top three of the girls hit list, but he's certainly in there.

**LEONOR SCHNEIDER**

**Defence:** 10

**Hit Dice:** 1d6

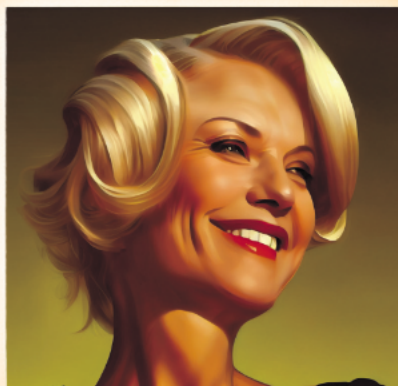
**Move:** 12

**Attacks:** Weapon

**Damage:** Per weapon

**Morale:** 5

**XP Value:** 20



## HELMUT SCHNEIDER

**Defence:** 11  
**Hit Dice:** 2d8  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 9  
**XP Value:** 30

## EDDIE BRITT

### PLOT HOOK: BLAST FROM THE PAST

Eddie has been a lifelong criminal and sex addict. Years ago, he was friends with former Mayor Jeremy Wright's nephew, Tommy, who shared some of his hobbies. Eddie was even detained for interrogation by the Hammettville police after Tommy Wright's murder.

If detective Xavier Garcia is a player character, he will undoubtedly remember that: even if he's not, there are ways to discover the connection.

This is just a red-herring: Eddie knew nothing about what happened. The fact that Tommy may have died at the hands of Apostles of Pain was a mere coincidence.

[or maybe not entirely so coincidental, Hammettville is a gloomy and dangerous place, frequently visited by the demons]



## EDDIE BRITT

**Defence:** 10  
**Hit Dice:** 2d6  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 5  
**XP Value:** 20



## ADLEMAN'S FAMILY VALUES

After Larry's demise, his widow, Valery, a young former actress, inherits his fortune and art collection. Valery has plans for the dead man's money but no interest in his treasure trove. Larry Adleman's collection will be auctioned by Adam Patterson, of Roland Auctions, in Hammettville, on January 4th. The antique dealers Michael Devereaux and Miranda Ashworth - both possible playable characters found in the *Dramatis Personae* section, which had past business dealings with the deceased - will be present at the public

sale. Among the items, there's a curious and unnamed piece which is, naturally, the Pyramid of Pain. There are no details about the article nor information about its origin. As the pyramid's value is difficult to determine, the workmanship is just above average, and no one knows who the author is, the bidding starts at twenty thousand dollars. A serious art dealer wouldn't give it too much credit. On the other hand, an occult connoisseur would be immediately intrigued by the symbolism, the mixture of dead languages and the interactivity provided by the dials worked into the piece.



But those present at the auction are, in the majority, absorbed by artistic, not esoteric value, so the final price will be around \$30,000, and it will be acquired by Miranda Ashworth unless any of the characters interfere.

If the characters are police detectives, the auction might be interesting to attend, looking for clues. But Miranda Ashworth and Michael Devereaux are the only ones intent on purchasing the pyramid, and none of them was involved in any way in the Adleman murder. They knew him - and are aware that he was a part-time occultist -and that's why they both want the pyramid: they believe this particular piece may have increased value for a specific kind of clientèle.

## **THE FOLLOWING VICTIM**

Almost a month goes by without any further Apostle of Pain activity. Eddie Britt, the young drug dealer, entirely unaware he has been in danger since the first ritual, is the next victim, and he will be visited twice by the entities.

First, he's approached by the three Succubi near his home during the night and lured into a dark alley, where, still under the influence of drugs, he lets himself be seduced and ends up making love to one of them, Venefica. Minutes later, he is violently thrashed by the three female demons. Britt assumes he was a victim of some female gang, even though the Succubi look too strange to be "normal" people.

The next night, Britt, who stays home because he's still sore from the beating, is revisited by the Apostles (this time, by the whole group). The second coming involves much more than just play: he is raped, tortured and killed. The police will be called by neighbours who heard muffled cries coming from Britt's apartment.

As happened with Adleman, his body shows signs of wild sexual intercourse. The same as Adleman, Britt was penetrated by something abnormally large to be a human male sexual organ. Before dying, the drug dealer was whip-lashed and cut several times in the torso and the back with a razor-sharp instrument.



His penis was also severed, but this time the murderer didn't feel the need to cauterise the wound. He bled to death after being emasculated. Like in Adleman's crime scene, there are no clues at all, and despite having occurred sexual penetration, no traces of bodily fluids or any kind of DNA [apart from the ones belonging to the victim, of course]. The weapons used aren't there either, and no fingerprints are present besides the ones of the deceased.



## NEXT IN LINE

Rod Taggart is the second club member pursued by the Apostles of Pain. The first encounter occurs in his studio, where he has been editing the last day's work on his next film, *Wild Nights in White Satin*. The three female demons materialise inside the room, shrouded in mist, and he's the target of brutal sexual torture after brief inoffensive foreplay. Since he already knows what happened to Eddie Britt, he doesn't try to rationalise the bizarre event. He calls the cops or, if the characters are private investigators, goes straight to them, looking for help. Rod is confident that what happened to him is connected to Eddie Britt's death.

The pornographer was surprised by the happening, not only because the three attackers seemed to materialise out of thin air, but also because of their strange appearance: twisted limbs, chains and leather straps too tightly swaddled around their chests, arms and legs, and blood seeping through gaping wounds. Rod didn't get a good look at their faces: the lights went out when they approached him. Despite all this weirdness, he immediately felt beguiled by the strange figures. According to him, what attracted him were the murmurs he heard, similar to moans of pleasure, strangely hypnotic.

What followed was a long orgy with the three "women", in which, at first, he felt he was the dominator. After a while, however, the roles reversed, and he became the dominated one. Suddenly, Rod Taggart was subdued, whipped, stomped on and humiliated. They urinated and defecated on him, tied him up and tortured him. The violence level didn't go far beyond what one would expect from a sadomasochist encounter, yet, after Eddie Britt's death, Rod didn't delude himself.

He went along with the show, mortally afraid for his own life. Luckily, they let him go after a while. But he's expecting them to be back, and he believes those women are, in fact, demons or other supernatural beings. Rod Taggart wants protection.

If the characters decide to help, the next day he may or may not be visited by the six Apostles. It all depends if someone is in the same room.

The Apostles would rather have the target alone, but if the characters spend several days in vigilance, eventually, they will also be targeted by Carnifex and his group.

If the characters ignore his plea for help, the next night, Rod Taggart will again be tortured by the Apostles of Pain, this time more violently.

He'll be maimed and killed afterwards. His body will be found with the same style of mutilations already encountered in the previous murders: part of his penis cut off, his tongue ripped out, and his throat slashed.

## MISSING PEOPLE

Whether the characters interfered with the Apostles or not, the demons are now aware that people are noticing them too much. They will stop this game of hide and seek and simply take away their next playthings to their corner of the Beyond. The disappearances start one week after the attack on Rod Taggart and can happen all at the same time or be phased, whichever works best for you and your group.

- Richard Perry, the assistant director, was at work recording a commercial. During a break, around 9.00 pm, he went outside the studio to smoke a cigarette and was not seen again.
- Lucinda Rossi, the young stage actress, had a date with a man, also an aspiring actor named Matt Paulson. She showed up for the date but went to the toilet during dinner and never returned.
- Amanda Susskind, the call girl, was in bed with a client. Suddenly the man saw a strange mist gathering around the room,

heard strange screaming noises, and lost consciousness. When he awoke, Amanda was not in the room. The client filed a complaint despite being a married man because he feared being implicated in the supposed kidnapping. He is a businessman, the owner of an expensive restaurant in downtown Hammettville.

- Michelle Piquet, the waitress, left her job around 11.00 pm. At around half-past midnight, neighbours called the police and reported noises on the floor where Piquet resides. When the police responded to the call, they found the apartment empty and no signs of a break-in.
- Leonor and Helmut Schneider were watching television in their home when screaming noises scared them. The maid was knocked out and, when she awoke, found the living room completely messed up and no trace of the Schneider couple.



## CLOSING THE CASE

Though it is possible the characters can deal with the demons and destroy them all, it is implausible they will accomplish to save most of the non-player characters' lives.

If the protagonists survive, it will already be a satisfactory ending. If things turn out smoothly and you don't think this scenario should end well, you can add a twist:

The Apostles weren't really annihilated: they are immortal and soon after they will come back for more playthings.

## NOT THE END

The Painkiller nightclub in Hammettville's Soho is an ill-frequented place, sought out mainly by sadomasochists and other fetishists. Among the clients, there's a local dominatrix, Susan Lynn, known as Mistress Turquoise.

Lynn has recently started frequenting the bar in the company of a friend, Tracy Cates, a young Anthropology student from New York City

[Tracy is a character mentioned in the first **Postmortem Giallo**, **Orpheum Lofts**. Her presence here gives you an opportunity for a crossover.]

A while after the former case was closed, Mistress Turquoise's corpse was found by her friend Tracy. Lynn's body was found in her bedroom, covered in blood and viscera, with a plastic bag stuffed over the head. The cause of death was asphyxiation, but before dying, the dominatrix had been brutally tortured. She had whiplash marks all over her body: her pubic region, mouth and breasts had multiple cuts made with a sharp blade, maybe a scalpel.

Tracy Gates became very disturbed and was committed to the Loomis Mental Institution in Hammettville. Gates is under the care of Dr Adam Madden, and she's still convalescing. If the characters are police detectives, they will be assigned the new case because it has similarities with the previous one.

Depending on how things ended, this may appear as a copy-cat situation or the same killer striking again. If the characters are private investigators, perhaps Tracy Gates herself asks Dr Madden to reach

out to them, looking for an answer to her friend's horrible murder. Gates was admitted to the mental institution suffering from post-traumatic stress, and Madden pleads with the player characters to take Cate's testimony with a grain of salt.

He has listened to her raving about the crime scene, and, though she's not psychotic, the Anthropology student is still severely disturbed.

#### TRACY GATES

**Defence:** 10  
**Hit Dice:** 3D4  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 9  
**XP Value:** 25

#### DOCTOR ADAM MADDEN

**Defence:** 10  
**Hit Dice:** 1d6  
**Move:** 12  
**Attacks:** Weapon  
**Damage:** Per weapon  
**Morale:** 10  
**XP Value:** 25



## DRAMATIS PERSONAE

### MIRANDA ASHWORTH

The only child of a wealthy family, owner of the Ashworth Palette Art Gallery, and married for 15 years to Lucien Ashworth, lawyer and partner at the firm Ashworth, Cohen & Tate. Fortunately, it is a childless marriage: Miranda and Lucien hate each other in a "friendly" way. They view their marriage as a business relationship and keep up appearances to the outside world, but

they both have lovers, and, on occasion, when the consequences aren't too awkward, they do not shy away from hurting each other.

At first sight, Miranda appears to be a classic snob, but despite enjoying - and not knowing how to live without - money and social status, she is, at heart, an exceedingly bored woman, frustrated by the shallow world in which she dwells. So, apart from drinking too much, she pursues other hobbies and less than recommendable habits: She collects lovers.



The most recent one is Justin Wilder, a 25-year-old young artist who has the potential to be the new Pollock - or, at least, that's how the gallery is trying to sell him - and has a partnership with Michael Devereaux, a shady art businessman.

Miranda had dealings with Larry Adleman in the past, which connects her to the story. She has an inkling about the Pyramid of Pain's relevance and is interested in buying it, not because she wants to tap into its occult power, but because she plans to sell it to another occult item collector.

**DIRTY SECRET:** Besides being involved in shady business and having affairs, Miranda has more to hide. She was sexually abused by her older brother, which eventually evolved into a semi-consensual incestuous relationship.

Her brother, Terence, lives in Los Angeles, and she rarely sees him anymore, but those past events left a mark on Miranda. She is emotionally numb, cares little for people, and sex has no meaning for her.

## **MIRANDA ASHWORTH**

**Age:** 43  
**Class:** Scholar  
**Level:** 5  
**Hit Points:** 12  
**Morale:** 6  
**Defence:** 10

**Unique Feat:** Knowledge is power. The Scholar has a +3 bonus on all Research rolls and, once per game session, can get help from his fellow scholars on some knowledge task, granting a +3 bonus to a specific role.

### **Abilities:**

**Strength** 10 (0)  
**Dexterity** 12 (0)  
**Constitution** 14 (+1)  
**Intelligence** 15 (+1)  
**Wisdom** 16 (+2)  
**Charisma** 15 (+1)  
**Comeliness** 14 (+1)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Art, Academics (Art History): Level 3, Carousing Level 2, Charm Level 2, Driving, First Aid, Leadership Level 2, Martial Arts, Occult, Other Languages Level 2, Persuasion Level 2, Research Level 2, Rifles, Small Arms

**Perks:** Contacts (Antique Dealers), Guileful, Wealthy

**Drawbacks:** Addiction (Alcohol), Dirty Little Secret (Incestuous Relationship)



## **BLAIR UNDERWOOD**

Blair Underwood, a rich socialite twice divorced, is Miranda Ashworth's best friend. The two have known each other since childhood and have always been close, but their friendship is in danger of going sour as Miranda suspects Blair is Lucien Ashworth's latest lover. Despite the Ashworth's couple agreement, Blair always had a nasty habit of wanting her affairs with powerful men to become more than occasional flings. Miranda feels her friend is about to steal her wealthy husband, and she's right about it.

Blair is trying hard to seduce him. Blair is well-off enough, and though she knows nothing about art, she isn't a stranger to debauchery. That's how she connects to Adleman's mystery: she met him through Miranda and had an affair with the producer. She tried the kinky stuff and learned to love it all, but that happened long before the Pyramid of Pain was in Adleman's possession. In spite of that, Blair probably will suspect something sinister is afoot when she finds out about how her former lover was tortured and killed.

**DIRTY SECRET:** She still indulges in BDSM practices and, months before, killed a man while doing erotic asphyxiation during sex.

She doesn't even know the man's name: he was just someone she picked up in a sleazy bar out of town. He was murdered in his own home, and she tried her best to conceal all evidence.

For months Blair has been afraid the police would discover her involvement, but it never happened.

#### **BLAIR UNDERWOOD**

**Age:** 40

**Class:** Rogue  
(Dominatrix)

**Level:** 5

**Hit Points:** 21

**Morale:** 5

**Defence:** 11 (+1 DEX)

**Unique Feat:** Femdom.

A Dominatrix gets a +2 bonus to all rolls related to persuading, dissuading or seducing men.

#### **Abilities:**

**Strength** 12 (0)

**Dexterity** 14 (+1)

**Constitution** 13 (+1)

**Intelligence** 11 (0)

**Wisdom** 12 (0)

**Charisma** 16 (+2)

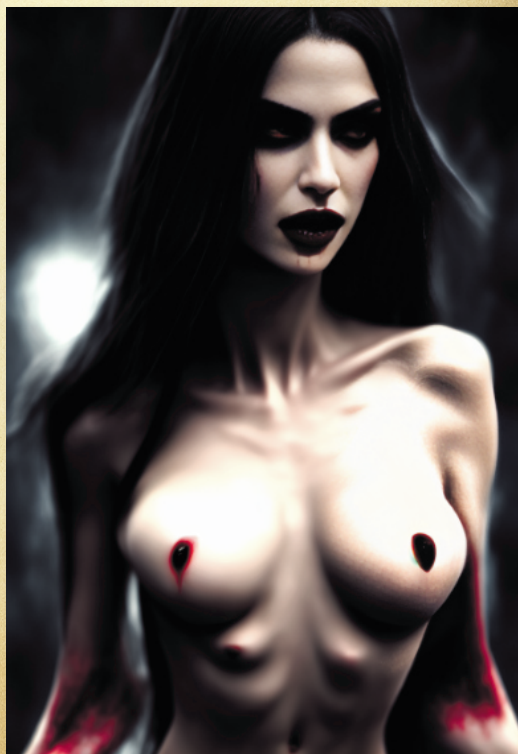
**Comeliness** 17 (+2)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Acrobatics, Acting Level 2, Athletics Level 2, Carousing Level 2, Charm Level 3, Gambling Level 2, Martial Arts, Play Instrument (Piano), Riding, Seduction Level 2, Small Arms Level 2, Streetwise Level 2

**Perks:** Guileful, Sex Bomb, Sexually Alluring, Wealthy

**Drawbacks:** Dirty Little Secret (Guilty of Murder), Reckless, Sadist



## **MICHAEL DEVEREAUX**

An antique dealer with a catalogue full of items of dubious provenance, whom Miranda Ashworth helps conning the upper-class of Hammettville and New York City. Devereaux isn't just a swindler: he knows about art but would instead scam affluent customers to make an actual profit margin.

He's used to dealing with unsavoury characters, unlike his sometimes associate Miranda, so they can make quite a pair. She has the sophistication and the upper-class net of contacts, while Devereaux's personal network includes hustlers, forgers, smugglers and other crooks, but also some occultists and fetishists.

Devereaux wants to get his hands on the Pyramid of Pain to sell it. However, if anybody else shows interest in the artefact's alleged powers, he's capable of risking life and limb investigating the object's past. He couldn't care less about demons and the occult, but if the pyramid is the real thing, it will be worth so much more.

**DIRTY SECRET:** His dealings with criminals are probably dirty enough, but those aren't entirely secret, though he tries to maintain a modicum of discretion. After all, it's his business. Besides that, Michael is also a paedophile.

He spends a lot of his ill-gained money indulging in his vice, paying for sex with young girls in Third World Countries. Lucky for him, his job implies frequent trips to places where intercourse with children is still affordable.

### **MICHAEL DEVEREAUX**

**Age:** 53

**Class:** Rogue (Hustler)

**Level:** 5

**Hit Points:** 23

**Morale:** 10

**Defence:** 10

**Unique Feat:** Hot dealer. The Hustler can get his hands on one illegal item every game session. They also get a +2 bonus to all Streetwise rolls.

### **Abilities:**

**Strength** 10 (0)

**Dexterity** 12 (0)

**Constitution** 14 (+1)

**Intelligence** 12 (0)

**Wisdom** 16 (+2)

**Charisma** 17 (+2)

**Comeliness** 8 (-1)



**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Academics (Art History) Level 3, Carousing Level 2, Interviewer, Lockpick, Melee, Occult, Other Languages Level 2, Persuasion Level 2, Sleight of Hand, Small Arms Level 2, Streetwise

**Perks:** Danger Sense, Guileful, Lucky

**Drawbacks:** Addiction (Cocaine), Dirty Little Secret (Sex with Minors)

## **XAVIER GARCIA**

Years ago, he unknowingly had contact with the Apostles of Pain while covering up for the former Hammettville Mayor's nephew. At the time, he was a Vice cop and was in charge of a stakeout operation near a fleabag hotel in the Soho district. He and his partner, Paul Torello, were outside watching the room where a drug transaction was about to happen. Instead, they later found a crime scene. Tommy Wright, Mayor Jeremy's nephew, was the victim, and the culprit was never found.

As Garcia was knee-deep in the Wright affair - and had helped cover up evidence of the drug dealings in which Tommy was involved - the detective was assigned to Homicide while the young man's murder was being investigated. The case was never closed, but Garcia decided Homicide was a safer bet for his career, so that's where he has stayed since then. When he notices the similarities between Larry Adleman's and Tommy Wright's murders, he will suspect the killer is the same. In a way, detective Garcia's instinct is correct.

**DIRTY SECRET:** Xavier Garcia has spent most of his career covering up for others' mistakes and crimes. His secret has been kept for a long time, but it is about to be made public: he has been targeted by Internal Affairs, and it is a matter of weeks until they get him. This will undoubtedly harm the Adleman investigation.

**XAVIER GARCIA**

**Age:** 48

**Class:** Man of Action (Cop)

**Level:** 5

**Hit Points:** 33

**Morale:** 10

**Defence:** 11 (+1 DEX)



**Unique Feat: Contacts:**  
You got something on many people, and you can tap them for info, alibis, etc. The Cop receives a +1 bonus for all Interrogation, Investigation and Streetwise rolls.

**Abilities:**

**Strength** 14 (+1)  
**Dexterity** 15 (+1)  
**Constitution** 16 (+2)  
**Intelligence** 10 (0)  
**Wisdom** 11 (0)  
**Charisma** 14 (+1)  
**Comeliness** 7 (-1)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Athletics, Brawling Level 2, Driving, Interrogation Level 2, Investigation, Intimidation Level 2, Quickdraw, Sleight of Hand, Small Arms Level 2, Streetwise Level 2

**Perks:** Ambidextrous, High Pain Threshold, Stunt Driver

**Drawbacks:** Bad Luck, Dirty Little Secret (Corrupt)

## **JOHN SULLY**

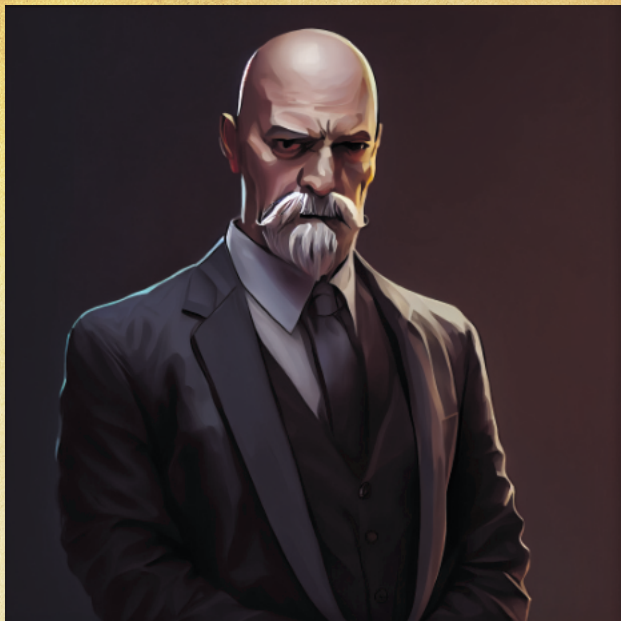
Detective Sully is a veteran, already in his 60s, who always dresses the same way, in white shirts and conservative gray suits. In the winter, he puts on a

coat, in the summer, he goes without it. He's short, balding and has a prominent belly. Sully's a quiet, thoughtful, fastidious - some would say rather dull - man. He is Garcia's partner and the better investigator of the pair.

Unlike Garcia, he made his entire career in Homicide and managed to stay away from the town's and the department's dirty politics.

Sully knew nothing about the occult or art and was never connected to Tommy Wright's murder case: he was partnered with Garcia later. Despite that, he is an experienced professional who knows Hammettville's seedy underbelly. On the other hand, he is a careful old-timer and is bound to dismiss any suspicions of supernatural intervention.

**DIRTY SECRET:** John was shot in the line of duty five years ago. The bullet severed his left femoral artery and shattered his pelvis. He underwent several surgeries, and his recovery took more than one year. He was under such agonising pain that he got addicted to morphine. Sully never shook off his addiction.



Instead, he found a doctor willing to prescribe him the much-needed painkillers.

**JOHN SULLY**

**Age:** 62

**Class:** Man of Action  
(Cop)

**Level:** 6

**Hit Points:** 30

**Morale:** 12

**Defence:** 11 (1 DEX)

**Unique Feat:** Contacts:

You got something on many people, and you can tap them for info, alibis, etc. The Cop receives a +1 bonus for all Interrogation, Investigation and Streetwise rolls.

**Abilities:**

**Strength** 9 (0)

**Dexterity** 15 (+1)  
**Constitution** 12 (0)  
**Intelligence** 16 (+2)  
**Wisdom** 18 (+3)  
**Charisma** 11 (0)  
**Comeliness** 6 (-1)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Brawling Level 2, Driving Level 2, Interview, Interrogation Level 2, Investigation Level 3, Melee, Rifle, Sleight of Hand, Small Arms Level 2, Streetwise Level 2

**Perks:** Contacts (Informants), Danger Sense, Invisible

**Drawbacks:** Addicted (Morphine), Dirty Little Secret (Addicted to Morphine)



## CHESTER DESMOND

Chester is a tall guy with good looks and an athletic build. He's about 40 years old. He is the more experienced of the two private investigators.

Before starting his own business, Chester Desmond was a police detective in Hammettville, but things didn't work out for him. Among the many dirty cops in town, he was one of the few framed by Internal Affairs. There's some bad blood between him and Xavier

Garcia, whom he knows from his days in Vice.

**DIRTY SECRET:** Desmond's illicit affairs while a policeman were not as discreet as Garcia's. While the detective was and still is a corrupt cop in the Mayor's pocket, Desmond had mob connections, but those turned sour, and he still has debts to organised crime. While not significant players, the Bartolo clan has been waiting for Chester Desmond to pay what he owes them for a long time. They are about to put a hit on him.

## CHESTER DESMOND

Age: 41

Class: Investigator  
(Private Eye)

Level: 5

Hit Points: 25

Morale: 9

Defence: 10

**Unique Feat:** Hunch. The Private Investigator knows when things ain't right: +1 bonus to Investigation, Interrogation and Surprise rolls.

### Abilities:

Strength 17 (+2)

Dexterity 12 (0)

Constitution 16 (+2)

Intelligence 7 (-1)

Wisdom 10 (0)

Charisma 12 (0)

Comeliness 10 (0)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Brawling Level 2, Carousing, Disguise, First Aid, Gambling, Interrogation, Interviewer,

Investigation Level 2, Leadership, Sleight of Hand, Small Arms Level 2, Stealth, Streetwise,

**Perks:** Contacts (Criminal Underworld), Gunslinger, Night Vision

**Drawbacks:** Anxiety Disorder, Bad Luck, Dirty Little Secret (Gambling Debts)

## SAM STANLEY

Sam is shorter than Chester, talks very little, and seems a bit insecure. He's 28 years old and started working as a private investigator recently. Sam never worked as a cop: his crime experience comes from the inside: he used to be a small-time dealer turned snitch. Chester knew him and used his valuable information when working as a Vice detective. Later, when he moved on to private investigation, Chester heard Sam had been arrested. When Sam got out of jail, Desmond decided to give him a chance. Sam is still learning the ropes, but he is quite prepared for this particular case, as he knows Hammettville's seedy underbelly better than any other character.

**DIRTY SECRET:** His crimes and misdemeanours stayed behind him a long time ago. He was trying to settle down and keep this job but his association with Chester is about to ruin his plans: the Bartolo family makes him proposal to kill his boss, and this may well be an offer he can't - or shouldn't - refuse.



**SAM STANLEY**

**Age:** 28

**Class:** Investigator  
(Private Eye)

**Level:** 4

**Hit Points:** 18

**Morale:** 6

**Defence:** 12 (+2 DEX)

**Unique Feat:** Hunch. The Private Investigator knows when things ain't right: +1 bonus to Investigation, Interrogation and Surprise rolls.

**Abilities:**

**Strength** 14 (+1)

**Dexterity** 16 (+2)

**Constitution** 13 (+1)

**Intelligence** 10 (0)

**Wisdom** 7 (-1)

**Charisma** 14 (+1)

**Comeliness** 12 (0)

**Basic Skills:** Climb, Hide, Native Language, Search, Sneak

**Skills:** Brawling Level 2, Carousing Level 3, Gambling, Investigation, Lockpick Level 3, Sleight of Hand Level 3, Small Arms, Stealth Level 2, Streetwise Level 2

**Perks:** Contacts (Criminal Underworld), Lightning Reflexes

**Drawbacks:** Dirty Little Secret (An Offer He Can't Refuse)

# APPENDIX

## AUTOPSY REPORT I

**Subject Name:** Adleman, Larry.

**Sex:** Male, **Age:** 62,  
**Weight:** 85kg, **Length:** 1,80cm

**Time of death:** 03.30am,  
December 12th

### Cause of Death:

Exsanguination resulting from a cut through the jugular with a very sharp object - unidentified.

### External examination:

The subject shows signs of having been submitted to extensive torture.

Taking into account tissue necrosis and blood accumulation, this lasted for a period of approximately 4h30min.

All wounds described below were done while the subject was still alive.

### Head:

The subject's face is raw, and the skin appears to have been flayed using a very sharp object - unidentified.

The eyes were sewn shut with a fishing line: the

tongue was burned with the use of a metal rod - found lying next to the body.

The subject's throat and mouth show signs of desiccation. We find no explanation for that. The lab will conduct further analysis.

### Thorax:

The subject shows deep thrashing marks on both chest and back. He was also eviscerated: his bowels were violently removed and pulled out of the body - bowels were found scattered at the murder scene and collected. The lab will proceed to do a bowel content analysis.

### Sexual organs:

The subject's penis was amputated, and the wound was quickly cauterised, probably to stop him from bleeding to death from the deep cut. This seems to be one of the first serious wounds the subject suffered. Later the scrotum was utterly crushed. It was stomped upon with great force.

### Internal examination:

The victim was subjected to deep anal penetration with an object (sized

larger than a human penis). The shape of the lacerations inside the subject's rectum indicates the use of a torture device, such as a spiked Pear of Anguish. No semen sample was found on the subject's anal cavity.

#### **Notes:**

There are no signs of defensive wounds, which lead us to believe the subject struggled little or not at all. Blood samples were sent to forensics to determine if the victim was under the influence of any drugs.

No fingerprints were found on the body, and all bodily fluids collected were sampled and sent to the lab for testing.

#### **Forensic Lab Report summarized:**

##### **Stomach and bowel contents:**

The subject's last meal had been around 08.00 pm. No illegal substance was found on the samples.

##### **Toxicology:**

Traces of alcohol and cocaine were found on the samples.

#### **DNA examination of bodily fluids:**

All samples collected are a 100% match to the victim's DNA.

#### **Fingerprinting:**

The fingerprints found on the murder scene were of the victim and of the following subjects:

- Richard Perry
- Lucinda Rossi
- Amanda Susskind
- Rod Taggart
- Michelle Piquet
- Leonor Schneider
- Helmut Schneider
- Edward Britt



## **AUTOPSY REPORT II**

**Subject Name:** Britt,  
Edward

**Sex:** Male, **Age:** 34,  
**Weight:** 70kg, **Length:**  
173cm

**Time of death:** 01.45am,  
January 6th

### **Cause of Death:**

Exsanguination, resulting  
from penile amputation.

### **External examination:**

According to our  
estimations, the subject  
showed signs of  
contusions and bruising  
prior to the crime -  
about 24h before. Meaning  
he was attacked shortly  
before his death. This  
report focuses on the  
most recent wounds  
leading to his death.

All wounds described  
below were done while the  
subject was still alive.

### **Head:**

The eyes were sewn shut  
with a fishing line: the  
tongue was severed, and  
it appears to have been  
bitten off.

### **Thorax:**

The subject shows several  
marks of whiplashes

and cuts all over the  
torso and the back. The  
cuts seem to have been  
made with a razor-sharp  
instrument - possibly the  
same that caused the  
deadly wound.

### **Internal examination:**

The victim was subjected  
to violent anal  
penetration. No semen  
sample was found on the  
subject's anal cavity.

### **Notes:**

There are no signs of  
defensive wounds. The  
subject appears not to  
have struggled while  
being assaulted. Blood  
samples were sent to  
forensics to determine if  
the victim was under the  
influence of drugs.

No fingerprints were  
found on the body, and  
all bodily fluids  
collected were sampled  
and sent to the lab for  
testing.

### **Forensic Lab Report summarised:**

Stomach and bowel  
contents: empty.

### **Toxicology:**

High doses of painkillers were detected.

### **DNA examination of bodily fluids:**

All samples collected are 100% a match of the victim's DNA. No traces of semen were found.

### **Fingerprinting:**

All the fingerprints found on the murder scene belong to the victim.



OFFICE OF THE COUNTY MEDICAL EXAMINER

Report of Investigation by County Medical Examiner

DECEDENT: ADLEMAN, LARRY

RACE: WHITE SEX M AGE: 62

HOME ADDRESS: EAST HILLS, 121

OCCUPATION: BUSINESSMAN

TYPE OF DEATH (check one only)

Violent X Casualty Suicide Sudden when in apparent health Found dead In prison Suspicious, unusual or unnatural Cremation

Comment

If motor vehicle accident check one:

Driver Passenger Pedestrian Unknown

Notification by: Investigating agency:

DESCRIPTION OF BODY: Clothed Un clothed X Partly Clothed Circumsized: Yes X No

EYES BROWN HAIR BROWN MUSTACHE NO BEARD NO WEIGHT 187 LENGTH 59

BODY TEMPERATURE DATE AND TIME 0330AM, DEC 12TH RIGOR: YES X NO

LYSED LIVER COLOR FIXED NON-FIXED

MARKS AND WOUNDS:

EXTERNAL EXAMINATION:

THE SUBJECT SHOWS SIGNS OF HAVING BEEN SUBMITTED TO EXTENSIVE TORTURE, TAKING INTO ACCOUNT TISSUE NECROSIS AND BLOOD ACCUMULATION, THIS LASTED FOR A PERIOD OF APPROXIMATELY 4H30MIN.

ALL WOUNDS DESCRIBED BELOW WERE DONE WHILE THE SUBJECT WAS STILL ALIVE.

HEAD: THE SUBJECT'S FACE HAS BEEN PLAYED USING A VERY SHARP OBJECT (UNIDENTIFIED); THE EYES WERE SEWN SHUT WITH A FISHING LINE; THE TONGUE WAS BURNED WITH THE USE OF A METAL ROD FOUND LYING NEXT TO THE BODY; THE SUBJECT'S THROAT AND MOUTH SHOW SIGNS OF DESICCATION, WE FIND NO EXPLANATION FOR THAT. THE LAB WILL CONDUCT FURTHER ANALYSIS.

THORAX: THE SUBJECT SHOWS DEEP THRASHING MARKS ON BOTH CHEST AND BACK. HE WAS ALSO Eviscerated; HIS BOWELS WERE VIOLENTLY REMOVED AND PULLED OUT OF THE BODY; BOWELS WERE FOUND SCATTERED AT THE MURDER SCENE AND COLLECTED.

THE LAB WILL PROCEED TO DO A BOWEL CONTENT ANALYSIS.

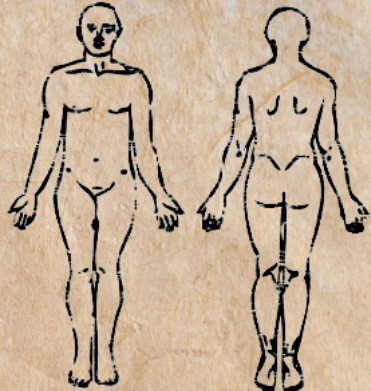
SEXUAL ORGANS: THE SUBJECT'S PENIS WAS AMPUTATED, AND THE WOUND WAS QUICKLY CAUTERISED, PROBABLY TO STOP HIM FROM BLEEDING TO DEATH FROM THE DEEP CUT. THIS SEEMS TO BE ONE OF THE FIRST SERIOUS WOUNDS THE SUBJECT SUFFERED. LATER THE SCROTUM WAS UTTERLY CRUSHED, IT WAS STOMPED UPON WITH GREAT FORCE.

INTERNAL EXAMINATION:

THE VICTIM WAS SUBJECTED TO DEEP ANAL PENETRATION WITH AN UNIDENTIFIED OBJECT. THE SHAPE OF THE LACERATIONS INSIDE THE SUBJECT'S RECTUM INDICATES THE USE OF A TORTURE DEVICE, SUCH AS A SPIKED PEAR OF ANGUISH. NO SEMEN SAMPLE WAS FOUND ON THE SUBJECT'S ANAL CAVITY.

NOTES:

THERE ARE NO SIGNS OF DEFENSIVE WOUNDS, WHICH LEADS US TO BELIEVE THE SUBJECT STRUGGLED LITTLE OR NOT AT ALL. BLOOD SAMPLES WERE SENT TO FORENSICS TO DETERMINE IF THE VICTIM WAS UNDER THE INFLUENCE OF ANY DRUGS.



PROBABLE CAUSE OF DEATH

MANNER OF DEATH

DISPOSITION OF CASE

EXSANGUINATION RESULTING FROM A CUT THROUGH THE JUGULAR WITH A VERY SHARP OBJECT (UNIDENTIFIED)

(Check one only) Accident Natural

Suicide Unknown

Homicide X Pending

1. Not a medical examiner case

2. Autopsy requested Yes X No

Autopsy ordered Yes No

Pathologist

OFFICE OF THE COUNTY MEDICAL EXAMINER

Report of Investigation by County Medical Examiner

DECEDENT: BRITT, EDWARD

RACE: WHITE SEX M AGE: 34

HOME ADDRESS: 12TH STREET, 35, SOHO

OCCUPATION: UNEMPLOYED

TYPE OF DEATH (check one only)

Violent X Casualty Suicide Sudden when in apparent health Found dead In prison Suspicious, unusual or unnatural Cremation

Comment

If motor vehicle accident check one: Driver Passenger Pedestrian Unknown

Notification by: Investigating agency:

DESCRIPTION OF BODY: Clothed Unclothed X Partly Clothed Circumsized: Yes X No

EYES BLUE HAIR BROWN MUSTACHE YES BEARD NO WEIGHT 154 LENGTH 5'6

BODY TEMPERATURE DATE AND TIME 01.45AM, JAN. 6TH RIGOR: YES X NO

LYSED LIVER COLOR FIXED NON-FIXED

MARKS AND WOUNDS:

EXTERNAL EXAMINATION: ACCORDING TO OUR ESTIMATIONS, THE SUBJECT SHOWED SIGNS OF CONTUSIONS AND BRUISING PRIOR TO THE CRIME, ABOUT 24H BEFORE, MEANING HE WAS ATTACKED SHORTLY BEFORE HIS DEATH. THIS REPORT FOCUSES ON THE MOST RECENT WOUNDS LEADING TO HIS DEATH.

ALL WOUNDS DESCRIBED BELOW WERE DONE WHILE THE SUBJECT WAS STILL ALIVE. HEAD: THE EYES WERE SEWN SHUT WITH A FISHING LINE; THE TONGUE WAS SEVERED, AND IT APPEARS TO HAVE BEEN BITTEN OFF.

THORAX: THE SUBJECT SHOWS SEVERAL MARKS OF WHIPLASHES AND CUTS ALL OVER THE TORSO AND THE BACK. THE CUTS SEEM TO HAVE BEEN MADE WITH A RAZOR-SHARP INSTRUMENT POSSIBLY THE SAME THAT CAUSED THE DEADLY WOUND.

INTERNAL EXAMINATION: THE VICTIM WAS SUBJECT TO VIOLENT ANAL PENETRATION WITH AN UNIDENTIFIED OBJECT. NO SEMEN SAMPLE WAS FOUND ON THE SUBJECT'S ANAL CAVITY.

NOTES: THERE ARE NO SIGNS OF DEFENSIVE WOUNDS; THE SUBJECT APPEARS NOT TO HAVE STRUGGLED WHILE BEING ASSAULTED. BLOOD SAMPLES WERE SENT TO FORENSICS TO DETERMINE IF THE VICTIM WAS UNDER THE INFLUENCE OF DRUGS. NO FINGERPRINTS WERE FOUND ON THE BODY, AND ALL BODILY FLUIDS COLLECTED WERE SAMPLED AND SENT TO THE LAB FOR TESTING.



PROBABLE CAUSE OF DEATH

EXSANGUINATION, RESULTING FROM PENILE AMPUTATION

MANNER OF DEATH

(Check one only) Accident Natural Suicide Unknown Homicide X Pending

DISPOSITION OF CASE

1. Not a medical examiner case 2. Autopsy requested Yes No Autopsy ordered Yes X No

Pathologist

**OFFICE OF THE COUNTY MEDICAL EXAMINER**

**Report of Investigation by County Medical Examiner**

DECEDENT: \_\_\_\_\_ RACE: \_\_\_\_\_ SEX \_\_\_\_\_ AGE: \_\_\_\_\_

HOME ADDRESS: \_\_\_\_\_ OCCUPATION: \_\_\_\_\_

TYPE OF DEATH (check one only)

Violent\_\_ Casualty\_\_ Suicide\_\_ Sudden when in apparent health\_\_ Found dead\_\_  
In prison\_\_ Suspicious, unusual or unnatural\_\_ Cremation\_\_

Comment \_\_\_\_\_

If motor vehicle accident check one:  
Driver\_\_ Passenger\_\_ Pedestrian\_\_ Unknown\_\_

Notification by: \_\_\_\_\_ Investigating agency: \_\_\_\_\_

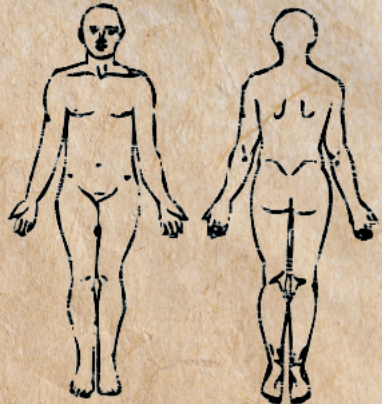
DESCRIPTION OF BODY: Clothed\_\_ Unclothed\_\_ Partly Clothed\_\_ Circumsized: Yes\_\_ No\_\_

EYES \_\_\_\_\_ HAIR \_\_\_\_\_ MUSTACHE \_\_\_\_\_ BEARD \_\_\_\_\_ WEIGHT \_\_\_\_\_ LENGTH \_\_\_\_\_

BODY TEMPERATURE \_\_\_\_\_ DATE AND TIME \_\_\_\_\_ RIGOR: YES\_\_ NO\_\_

LYSED \_\_\_\_\_ LIVER COLOR \_\_\_\_\_ FIXED \_\_\_\_\_ NON-FIXED \_\_\_\_\_

MARKS AND WOUNDS:



PROBABLE  
CAUSE OF DEATH

MANNER  
OF DEATH

DISPOSITION  
OF CASE

(Check one only)  
Accident\_\_ Natural\_\_

Suicide\_\_ Unknown\_\_

Homicide\_\_ Pending\_\_

1. Not a medical examiner case

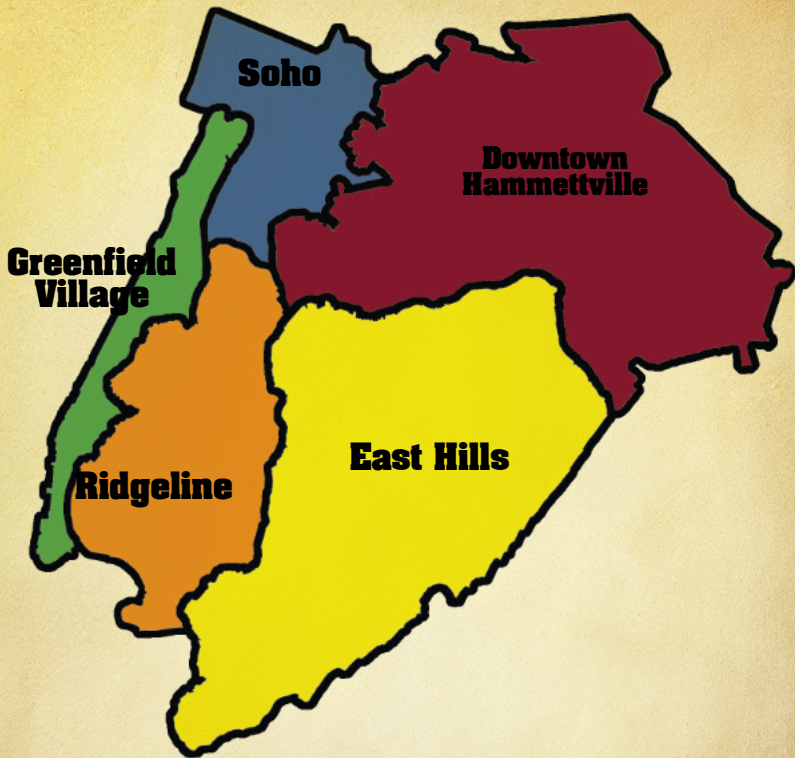
2. Autopsy requested  
Yes\_\_ No\_\_

Autopsy ordered  
Yes\_\_ No\_\_

Pathologist \_\_\_\_\_







**SCENARIO LOCATIONS:**

**DOWNTOWN HAMMETTVILLE:** THE AUCTIONEER, ASHWORTH PALETTE ART GALLERY, DEVEREAUX'S SHOP

**EAST HILLS:** LOOMIS MENTAL INSTITUTION, ADLEMAN'S RESIDENCE

**GREENFIELD VILLAGE:** LARRY ADLEMAN'S BDSM CLUB, THE EAGLE'S NEST CLUB

**RIDGELINE:** SCHNEIDER COUPLE'S GATED COMMUNITY, ASHWORTH'S RESIDENCE, UNDERWOOD'S RESIDENCE

**SOHO:** EDDIE BRITT'S HOME, PAINKILLER CLUB, DEVEREAUX'S FLAT

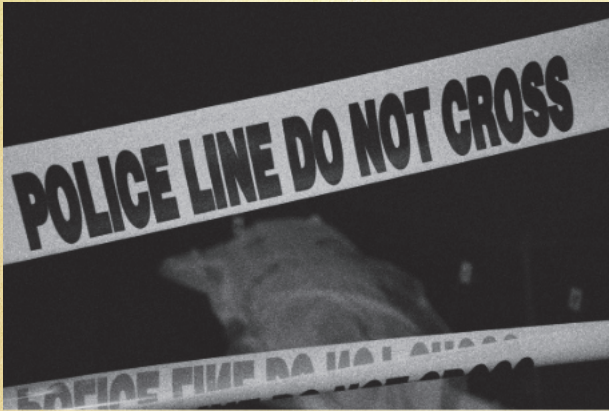
# Hammettville Herald

THURSDAY, JANUARY 20, 1977

30 CENTS

A RED ROOM scenario for WRETCHPLOITATION - by Miguel Ribeiro & Sílvia Clemente

## SEXUAL ANOTHER GHASTLY MURDER IN HAMMETTVILLE'S SOHO HOLOCAUST!!!



**HAMMETTVILLE POLICE  
STILL CLUELESS ABOUT  
BDSM KILLER'S  
IDENTITY...**

**POLICE BAFFLED**

- NO FINGERPRINTS
- NO WITNESSES
- NO CLUES!!!

**CORONER WARNS:**

"IF THE KILLER DOESN'T  
MAKE A MISTAKE NEXT TIME,  
THIS INVESTIGATION IS GOING  
NOWHERE IN A HURRY"

**YOU BETTER COVER YOUR  
ARSES, PEOPLE. LITERALLY!**

**An opinion piece by HP Ryan, page 15**

**WIFE MURDERS HUSBAND IN GREENFIELD**

**"THE DEVIL MADE ME DO IT"**



**MAYOR BARNETT CLAIMS:**

"STREETS OF HAMMETTVILLE  
ARE AS SAFE AS THEY  
HAVE ALWAYS BEEN"

**PAINKILLER CLUB  
REOPENS IN SOHO:  
Neighbours complain  
about noise and drug  
addicts running about**



Sexual Holocaust is an exploitation horror scenario designed for the Wretchploitation role-playing game. it should be run like a low-budget horror movie with adult themes treated in a very distasteful way.

the scenario takes place in a fictional town, Hammettville, located in the surrounding area of a large metropolis - such as New York -, known among its inhabitants as Crime City, and it should be set from the early 1970s to mid-1980s, as those decades are more in line with the kind of horror movie being emulated.